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1 Choices in server-side programming: a comparative programming exercise

Robert G. Brown, Willi Hahn

December 1998 **ACM SIGAPL APL Quote Quad , Proceedings of the conference on APL '99 : On track to the 21st century: On track to the 21st century**, Volume 29 Issue 2

Full text available: pdf(553.48 KB) Additional Information: full citation, abstract, citings, index terms

One of the fastest growing and changing fields for software developers is in writing applications that are used across the "World Wide Web", which is in turn a client-server system that runs on the Internet. Servers, known by name, can be accessed over the Internet, and a protocol, known as HTTP (Hypertext Transfer Protocol) is used to send requests to servers for text, images (still and moving), audio, and other information. A very large amount of business will be conducted this way, now and in ...

2 Server-side scripting using active server pages and VBScript

John D. Haney, Craig A. VanLengen

October 2000 **Journal of Computing Sciences in Colleges**, Volume 16 Issue 1

Full text available: pdf(126.26 KB) Additional Information: full citation, references, citings, index terms

3 Mitigating server-side congestion in the Internet through pseudoserving

Keith Kong, Dipak Ghosal

August 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 4

Full text available: pdf(229.43 KB) Additional Information: full citation, references, citings, index terms

Keywords: Internet server technology, caching, flash-crowd, pseudoserving

4 At the Forge: Server-Side Java with Jakarta-Tomcat

Reuven M. Lerner

April 2001 **Linux Journal**

Full text available: html(28.36 KB) Additional Information: full citation, references, index terms

5 Technical papers: software design: DADO: enhancing middleware to support crosscutting features in distributed, heterogeneous systems

Eric Wohlstadter, Stoney Jackson, Premkumar Devanbu

May 2003 **Proceedings of the 25th international conference on Software engineering**

Full text available: pdf(1.56 MB) Publisher Site Additional Information: full citation, abstract, references, citings

Some "non-" or "extra-functional" features, such as reliability, security, and tracing, defy modularization mechanisms in programming languages. This makes such features hard to design, implement, and maintain. Implementing such features within a single platform, using a single language, is hard enough. With distributed, heterogeneous (DH) systems, these features induce complex implementations which cross-cut different languages, OSs, and hardware platforms, while still needing to share data and ...

6 Integrating web sites and databases

Mike Morrison, Joline Morrison, Anthony Keys

September 2002 **Communications of the ACM**, Volume 45 Issue 9

Full text available: pdf(135.26 KB) html(44.19 KB) Additional Information: full citation, abstract, references, index terms

Web site developers creating 'data-based Web pages' that interact with organizational databases need to know server- and client-side processing.

7 At the Forge

Reuven M. Lerner

June 1998 **Linux Journal**

Full text available: html(19.60 KB) Additional Information: full citation, abstract, references, index terms

Server-Side Includes: Don't want to learn CGI but still want dynamic web pages? Mr. Lerner introduces us to server-side includes

8 Software engineering for Web application development

Samuel Hsieh

October 2003 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 1

Full text available: pdf(109.45 KB) Additional Information: full citation, abstract, references, index terms

A methodology for Web-based application development is presented. The methodology serves as a road map to guide student project development. Project development proceeds in three phases: structural design, detailed design, and implementation. Structural design views a system at the Web-page level, detailed design deals with intra-page issues, and implementation is logically segmented into four steps: implementation of the visual interface, client-side scripting, sever-side scripting for the visi ...

9 Building database applications of virtual reality with X-VRML

Krzysztof Walczak, Wojciech Cellary

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available: pdf(512.41 KB) Additional Information: full citation, abstract, references, citings, index terms

A new method of building active database-driven virtual reality applications is presented. The term "active" is used to describe applications that allow server-side user interaction, dynamic composition of virtual scenes, access to on-line data, continuous visualization, and implementation of persistency.The use the X-VRML language for building active applications of virtual reality is proposed. X-VRML is a high-level XML-based language that overcomes the main limitations of the current virtual ...

Keywords: Java, MPEG-4, VRML, Web3D, XML, databases, multimedia

10 Measuring and characterizing end-to-end Internet service performance
Ludmila Cherkasova, Yun Fu, Wenting Tang, Amin Vahdat
November 2003 **ACM Transactions on Internet Technology (TOIT)**, Volume 3 Issue 4

Full text available: pdf(1.46 MB) Additional Information: full citation, abstract, references, index terms

Fundamental to the design of reliable, high-performance network services is an understanding of the performance characteristics of the service as perceived by the client population as a whole. Understanding and measuring such end-to-end service performance is a challenging task. Current techniques include periodic sampling of service characteristics from strategic locations in the network and instrumenting Web pages with code that reports client-perceived latency back to a performance server. Li ...

Keywords: End-to-end service performance, QoS, network packet traces, passive monitoring, reconstruction of web page composition, web site performance

11 Establishing the semantic web 11: On deep annotation
Siegfried Handschuh, Steffen Staab, Raphael Volz
May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available: pdf(389.51 KB) Additional Information: full citation, abstract, references, citings, index terms

The success of the Semantic Web crucially depends on the easy creation, integration and use of semantic data. For this purpose, we consider an integration scenario that defies core assumptions of current metadata construction methods. We describe a framework of metadata creation when web pages are generated from a database and the database owner is cooperatively participating in the Semantic Web. This leads us to the definition of ontology mapping rules by manual semantic annotation and the usag ...

Keywords: annotation, information integration, mapping and merging, metadata, semantic web, wrapping

12 Business processes and conversations: A framework for the server-side management of conversations with web services
Liliana Ardissono, Davide Cardinio, Giovanna Petrone, Marino Segnan
May 2004 **Proceedings of the 13th international World Wide Web conference on Alternate track papers & posters**

Full text available: pdf(143.52 KB) Additional Information: full citation, abstract, references, index terms

The emerging standards for the publication of Web Services are focused on the specification of the static interfaces of the operations to be invoked, or on the service composition. Few efforts have been made to specify the interaction between a Web Service and the individual consumer, although this aspect is essential to the successful service execution.In fact, while "one-shot" services may be invoked in a straight forward way, the invocation of services requiring complex interactions, where mu ...

Keywords: service oriented architectures, tools and technologies for web services development

13 Designing an Efficient and Scalable Server-side Asynchrony Model for CORBA

Darrell Brunsch, Carlos O'Ryan, Douglas C. Schmidt
August 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 8

Full text available: pdf(234.83 KB) Additional Information: full citation, abstract, references, index terms

When the Asynchronous Method Invocation (AMI) model was introduced into the CORBA specification, client applications benefited from the ability to invoke non-blocking two-way requests. In particular, AMI improved the scalability of clients by removing the restrictions associated with Synchronous Method Invocations (SMI). Server request handling remained synchronous, however, which minimized the benefits of AMI for middle-tier servers, such as firewall gateways and front-end database servers.This ...

Keywords: CORBA, asynchronous method invocation, design patterns

14 Developing and enhancing a client/server programming for internet applications course
W. Sam Chung, Don McLane
December 2002 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 2

Full text available: pdf(78.77 KB) Additional Information: full citation, abstract, references, citings, index terms

The purpose of this paper is to describe the development and enhancement of a Client/Server (C/S) programming for Internet applications course in Computer Science (CS) curriculum. If a CS program has used Java as the first programming language and the program does not have enough resources to support the C/S course development with proprietary environments, it will bring an issue: how can we develop and enhance the C/S programming for Internet applications course? We develop the course by integr ...

15 On site: Additional methods when using email for teaching
Ross A. Malaga
August 2002 **Communications of the ACM**, Volume 45 Issue 8

Full text available: pdf(63.77 KB) html(12.00 KB) Additional Information: full citation, abstract, citings, index terms

Providing additional functionality and limiting problems by combining a server-side and client-side approach when teaching with email applications.

16 Generating dynamic content at database-backed web servers: cgi-bin vs. mod_perl
Alexandros Labrinidis, Nick Roussopoulos
March 2000 **ACM SIGMOD Record**, Volume 29 Issue 1

Full text available: pdf(508.64 KB) Additional Information: full citation, abstract, citings, index terms

Web servers are increasingly being used to deliver dynamic content rather than static HTML pages. In order to generate web pages dynamically, servers need to execute a script, which typically connects to a DBMS. Although CGI was the first approach at server side scripting, it has significant performance shortcomings. Currently, there are many alternative server side scripting architectures which offer better performance than CGI. In this paper, we report our experiences using mod_pe ...

17 Subcontract: a flexible base for distributed programming
Graham Hamilton, Michael L. Powell, James G. Mitchell
December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles**, Volume 27 Issue 5

Full text available: pdf(1.16 MB) Additional Information: full citation, abstract, references, citings, index terms

A key problem in operating systems is permitting the orderly introduction of new properties

and new implementation techniques. We describe a mechanism, subcontract, that within the context of an object-oriented distributed system permits application programmers control over fundamental object mechanisms. This allows programmers to define new object communication mechanisms without modifying the base system. We describe how new subcontracts can be introduced as alternative communication mechanism ...

18 Building multi-device, component-based, thin-client groupware: issues and experiences

John Grundy, Xing Wang, John Hosking

January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7**, Volume 24 Issue 4

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, citings, index terms

The use of groupware, or collaborative work-supporting technologies, has become widespread, but many existing groupware systems are too difficult to integrate with domain-specific software applications, only work for specific user interface hardware, or provide inappropriate, thick-client architectural solutions. We describe a set of server-side software components we have developed providing a variety of thin-client groupware solutions (chat, email, annotation, to-do lists, notification etc). ...

Keywords: groupware, mobile user interfaces, software architecture, thin-client user interfaces

19 Web technologies and applications (WTA): WebUml: reverse engineering of web applications

Carlo Bellettini, Alessandro Marchetto, Andrea Trentini

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available: pdf(681.13 KB) Additional Information: full citation, abstract, references

Web applications have become complex and crucial for many firms, especially when combined with areas such as CRM (Customer Relationship Management) and BPR (Business Process Reengineering). Since then the scientific community has focused attention to Web application design, development, analysis, testing, by studying and proposing methodologies and tools. This paper describes an automatic tool for the construction of UML models from existing Web applications. This tool, named WebUml, generates c ...

20 Wireless trading in B2B markets: concepts, architecture, and experiences

Jakka Sairamesh, Ioana Stanoi, Chung-Sheng Li, Brad Topol

July 2001 **Proceedings of the 1st international workshop on Mobile commerce**

Full text available: pdf(534.56 KB) Additional Information: full citation, abstract, references, index terms

With the tremendous advances in hand-held computing and communication capabilities, and the rapid proliferation of mobile devices, we are seeing a growth in mobile commerce in various consumer and business markets. In this paper, we present a novel architecture for end-to-end mobile commerce applications. We designed, implemented and deployed a system for mobile commerce connected to eMarketplaces. The system is currently undergoing trials under various configurations and in various countries ...

Keywords: WAP, architecture, auctions, electronic commerce, mobile commerce, performance, state-machines and experimentation, trading, transcoding proxy

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1 **SQL/SDA: a query language for supporting spatial data analysis and its Web-based implementation**
Hui Lin; Bo Huang;
Knowledge and Data Engineering, IEEE Transactions on , Volume: 13 , Issue: 4 , July-Aug. 2001
Pages:671 - 682

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2 **Efficient Web-based access to multiple geographic databases through automatically generated wrappers**
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Pages:34 - 41 vol.1

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Stephen Huang; Hui Hu;
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5 **Security considerations for distributed Web-based e-commerce applications in Java**
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System Sciences, 2002. HICSS. Proceedings of the 35th Annual Hawaii International Conference on , 7-10 Jan. 2002
Pages:5 pp.

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6 **Extracting information from semi-structured Internet sources**
Jong-Seok Jeong; Dong-Ik Oh;
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Pages:1378 - 1381 vol.2

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7 **A web-based testing system with dynamic question generation**
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8 **A Java-based method for developing Web application system**
Li Chunlin;
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Pages:1079 - 1082 vol.2

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9 **A course on web languages and web-based applications**
Sridharan, K.;
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10 **Learning technologies to foster critical reasoning**
Riesbeck, C.K.; Lin Qin; Weusijana, B.K.; Walsh, J.T.; Parsek, M.;
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11 **Portal server technology**
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12 **A functional framework for Web-based information visualization systems**
Bender, M.; Klein, R.; Disch, A.; Ebert, A.;
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13 **An Internet based speech biometric verification system**
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14 **A dynamic load-balancing approach for efficient remote interactive visualization**
Chen-Han Kuo; Liu, D.S.-M.;
Information Technology: Coding and Computing [Computers and Communications], 2003. Proceedings. ITCC 2003. International Conference on , 28-30 April 2003
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15 **Web technologies in support of virtual manufacturing environments**
Lacroix, E.; St-Denis, R.;
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Practical Development of Internet Prolog Applications using.. - Samhaa El-Beltagy (Correct)
The approach presented makes use of client-**server** architecture where the client is a relatively the different **application** components. **Server Side Server** Socket Prolog **Application** Uses Front End widespread use of the Internet and the World Wide **Web** has motivated much work with the aim of providing clement.info.umoncton.ca/~lpnet/proceedings97/beltagy.ps

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Efficient Support for P-HTTP in Cluster-Based Web Servers - Aron, Druschel, Zwaenepoel (1999) (Correct) (10 citations)
Efficient Support for P-HTTP in Cluster-**Based Web Servers** Mohit Aron Peter Druschel Willy Zwaenepoel a small modification in FreeBSD to disable client **side** caching of NFS files. 8 Prototype Cluster www.cs.rice.edu/~aron/papers/phttp-lard.ps

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Comparison Of Video Transport Over ATM &**Server**Net Interconnects Ashfaq Hossain, Sung-Mo Kang, berserk.vlsi.uiuc.edu/people/ashfaq/ieee.mm97.ps

Process Support for Cooperative Work on the World Wide Web - Sikkel, Neumann, al. (1998) (Correct)
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Implementing a Secure rlogin Environment: A Case Study of.. - Kim, Orman, O'Malley (1995) (Correct) (2 citations)
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A Transfer Protocol for an Open Hyperdocument Model Server - Buford (1995) (Correct)
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the remaining 8 nodes are used as dedicated I/O **servers**. Each compute node has its own I/O subsystem
classify the data into the leaves (labeled on the **side** with bold capital letters)At each branch, a
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workstation that interface to a Netscape **web server**, also running on the Sparc machine. The task
Xavier: An Autonomous Mobile Robot on the **Web** Reid Simmons, Joaquin Fernandez 1 Richard
years, we have been running an experiment in **web-based** interaction with an autonomous indoor mobile
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This article describes an approach **based** on neural network techniques for the improved
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this test, no **application** activity occurs at the **server** node, except the handling of remote read
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